

What is claimed is:

1. A method of exchanging user messages among interactive disk players, comprising the steps of:

- (a) receiving a user message from a first interactive disk player and storing the received user message;
- (b) receiving a message request from a second interactive disk player; and
- (c) comparing playback time included in the message request with playback time included in the stored user message and sending the stored user message to the second interactive disk player depending on the comparison result.

2. The method set forth in claim 1, wherein the user message includes information for identifying an interactive disk or a title that is being played and information for grouping users.

3. The method set forth in claim 1, wherein the message request includes information for identifying an interactive disk or a title that is being played and information for grouping users.

4. The method set forth in claim 2 or claim 3, wherein the information for grouping users includes information on the age, the sex, the playback region, and/or the language of a user.

5. The method set forth in claim 1, wherein the step (c) conducts comparing the playback times and sending the user message depending on the comparison result if the stored user message and the message request were created by interactive disk players belonging to the same group.

6. The method set forth in claim 1, wherein the playback time is the time that has elapsed since the start of the playback of an individual interactive disk by each of the interactive disk players.

5 7. The method set forth in claim 1, wherein the step (c) sends the stored user message if the playback time included in the message request approaches the playback time included in the stored user message within a predetermined bound.

8. The method set forth in claim 1, wherein the step (c)
10 conducts comparing the playback times and sending the user message depending on the comparison result if the stored message is intended for requesting a response from other arbitrary users.

9. The method set forth in claim 8, wherein the step (c)
15 sends the stored user message to the second interactive disk player immediately without comparing the playback times included in the message request and the stored user message if the stored message is not intended for requesting a response from other arbitrary users.

20 10. A method of exchanging user messages among interactive disk players, conducted by an interactive disk player, comprising the steps of:

(a) receiving and storing a user message that was sent from a different interactive disk player and received by and
25 stored in an external server from the external server by sending a message request to the external server; and

(b) comparing playback time included in the stored user message with the time that has elapsed since the start of the

playback of an interactive disk and outputting the stored user message for displaying the message depending on the comparison result.

11. The method set forth in claim 10, wherein the message
5 request includes information for identifying an interactive disk or a title that is being played and information for grouping users.

12. The method set forth in claim 11, wherein the
information for grouping users includes information on the age,
10 the sex, the playback region, and/or the language of a user.

13. The method set forth in claim 10, wherein the
playback time is the time that has elapsed since the start of
the playback of an interactive disk by the different interactive
disk player.

14. The method set forth in claim 10, wherein the step
15 (b) outputs the stored user message if the time that has elapsed since the start of the playback approaches the playback time included in the stored user message within a predetermined bound.

15. The method set forth in claim 10, wherein the step
20 (b) conducts comparing the playback time and the elapsed time and outputting the stored user message depending on the comparison result if the stored user message is intended for requesting a response from other arbitrary users.

16. The method set forth in claim 15, wherein the step
25 (b) outputs the stored user message immediately without comparing the playback time included in the stored user message and the elapsed time if the stored user message is not intended

for requesting a response from other arbitrary users.

17. The method set forth in claim 10, further comprising the step of:

(c) after the stored user message is outputted, sending a message inputted by a user along with the displayed user message to the external server.

18. The method set forth in claim 17, wherein the inputted and sent message is of a type that does not request a response from other arbitrary users.